#### 1.AddTwo

```
public class AddTwo {
    public static void main(String[] args) {
        int numOne = Integer.parseInt(args[0]);
        int numTwo = Integer.parseInt(args[1]);
        System.out.println(numOne + " + " + numTwo + " = " + (numOne + numTwo));
    }
}
```

## 2. coins

## 3. Triangle

```
public class Triangle {
    public static void main(String[] args) {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int c = Integer.parseInt(args[2]);

        boolean y = (a + b > c) && (b + c > a) && (a + c > b);
        System.out.println(a + ", " + b + ", " + c + ": " + y);

    }
}
```

# 4. LinearEq

```
public class LinearEq {
    public static void main(String[] args) {
        double a = Double.parseDouble(args[0]);
        double b = Double.parseDouble(args[1]);
        double c = Double.parseDouble(args[2]);

        double resX = (c - b) / a;

        System.out.println(a + " * x " + "+ " + b + " = " + c);
        System.out.println("X = " + resX);
    }
}
```

#### 5. GenThree

```
public class GenThree {
      public static void main(String[] args) {
            int minIndex = Integer.parseInt(args[0]);
            int maxIndex = Integer.parseInt(args[1]);
            int randomNum1 = (int)(Math.random()*(maxIndex - minIndex) +
            minIndex);
            int randomNum2 = (int)(Math.random()*(maxIndex - minIndex) +
            minIndex);
            int randomNum3 = (int)(Math.random()*(maxIndex - minIndex) +
            minIndex);
             System.out.println(randomNum1);
             System.out.println(randomNum2);
             System.out.println(randomNum3);
            int tenpMid = Math.min(randomNum1,randomNum2);
            int newMin = Math.min(min,randomNum3);
             System.out.println("The minimal generated number was " + newMin);
      }
}
```